

Patent Docket: SHZ-106/1800/2
Application Serial No. 09/734,949

In The Claims:

Please amend claims 1-60 as follows:

1. (Original) A method for interacting with a user comprising:
receiving from the user a captured sample of an experiential environment; and
triggering a predetermined event in response to the captured sample.
2. (Original) The method according to claim 1, further comprising determining from the
signal a characteristic of the captured sample and triggering a predetermined event in response to
the determined characteristic.
3. (Original) The method according to claim 1, wherein the predetermined event
includes a transaction.
4. (Original) The method according to claim 3, wherein the transaction includes sales
and purchase of merchandise.
5. (Original) The method according to claim 3, wherein the transaction includes an offer
for sale of merchandise.
6. (Original) The method according to claim 5, wherein the offer for sale of
merchandise includes an offer to sell recordings of music.
7. (Original) The method according to claim 6, wherein the recording is related to a
characteristic of the captured sample.
8. (Original) The method according to claim 3, wherein the transaction includes
furnishing and receiving information.

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9. (Original) The method according to claim 3, wherein the transaction includes delivery of advertising or promotional offers.

10. (Original) The method according to claim 9, wherein the promotional offers include trial offers.

11. (Original) The method according to claim 9, wherein the promotional offers include offers to sell merchandise or services at discounted prices.

12. (Original) The method according to claim 3, wherein the transaction includes an exchange of information between a sales source and the user attendant to a sale of merchandise or services to the user.

13. (Original) The method according to claim 5, wherein the offer is selected in response to a profile of the user.

14. (Original) The method according to claim 5, wherein the offer is selected in response to history of transactions completed with the user.

15. (Original) The method according to claim 1, wherein the predetermined event includes a communication event.

16. (Original) The method according to claim 1, wherein the predetermined event includes an entertainment event.

17. (Original) The method according to claim 1, wherein the predetermined event includes a surveillance or monitoring event.

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18. (Original) The method according to claim 1, wherein the predetermined event includes a human ability enhancement event.

19. (Original) The method according to claim 1, wherein the predetermined event includes an execution of tasks or instructions event.

20. (Original) The method according to claim 1, wherein the predetermined event includes a delivery of information event.

21. (Original) The method according to claim 1, wherein the predetermined event includes a delivery of services event.

22. (Original) The method according to claim 1, wherein the predetermined event includes a control event.

23. (Original) The method according to claim 1, wherein the predetermined event includes a combination of communication events and control events.

24. (Original) The method according to claim 5, wherein the predetermined event includes an entertainment event.

25. (Original) A method for interacting with a user, comprising:
providing a user with an ability to capture a sample of an experiential environment; and
delivering said sample to an interactive service to trigger one or more predetermined events.

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26. (Original) The method according to claim 25, wherein the predetermined event includes a communication event.

27. (Original) The method according to claim 25, wherein the predetermined event includes a surveillance event.

28. (Original) A method for interacting with a user, comprising:
capturing a sample of an experiential environment; and
triggering one or more predetermined events at an interactive service upon receipt of said sample.

29. (Original) The method according to claim 28, wherein the one or more predetermined events includes at least a communication event.

30. (Original) The method according to claim 28, wherein the one or more predetermined events includes at least a surveillance event.

31. (Original) A method for receiving instructions from a user in an interactive service, comprising:
receiving a sample of an experiential environment from the user; and
triggering one or more predetermined events in the interactive service upon receipt of said sample.

32. (Original) The method according to claim 31, wherein the one or more predetermined events includes at least a communication event.

33. (Original) The method according to claim 31, wherein the one or more predetermined events includes at least a surveillance event.

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34. (Original) A method for interacting with an interactive service comprising:
sampling an experiential environment; and
forwarding the sample to an interactive service to trigger one or more predetermined events.

35. (Original) The method according to claim 34, wherein the one or more predetermined events includes at least a communication event.

36. (Original) The method according to claim 34, wherein the one or more predetermined events includes at least a surveillance event.

37. (Original) The method according to claim 34, further comprising deriving information from the sample.

38. (Original) The method according to claim 37, further comprising combining information derived from the sample with information known about the user to trigger the one or more predetermined events.

39. (Original) The method according to claim 38, wherein the one or more predetermined events includes one or more of the following: delivery of information and/or services to the user, execution of tasks and/or instructions by the service on the user's behalf, a communication event, a surveillance event and one or more control-oriented events that are responsive to the user's wishes.

40. (Original) The method according to claim 39, wherein the triggered events also include one or more of the following: transaction-oriented events, entertainment events, and events associated with enhancements to human ability or function.

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41 - 53. (Cancelled)

54. (Original) A method for enhancing human abilities of a user comprising:
capturing a sample of an experiential environment of the user;
forwarding the captured sample to an interactive service; and
triggering an enhancement event based on the captured sample.

55. (Original) A method for interacting with a user comprising:
receiving a captured sample of an experiential event from a user;
triggering a transactional event with the user based on a characteristic of the captured sample.

56. (Original) The method according to claim 55, wherein the transactional event includes storing the captured sample.

57. (Original) The method according to claim 56, wherein the transactional event includes sorting the captured sample based on a dominant characteristic inherent in the captured sample.

58 - 60. (Cancelled)